

GAME DESCRIPTION AND RULES

HOLD'EM

Hold'Em uses a flat disc called a dealer button to indicate the player in the dealer position for that hand (even though the game is actually dealt by a non-playing casino employee). The button rotates clockwise after each hand. The player with the dealer button is the last to receive cards.

In Hold'Em, all players receive two cards dealt face down as their personal hand, after which there is a round of betting. Next three cards are turned face up in the middle of the board simultaneously (this is called the "flop") after which there is another round of betting. Two more cards are dealt face up on the board one at a time, with a round of betting after each card. The "boardcards" are community cards, a player may use any combination of five cards from among the boardcards and personal cards to form a hand. A player may choose to use all the boardcards and no personal cards to form a hand. This is called "playing the board".

In Hold'Em one or more blinds are used to stimulate action and initiate play. Blinds are posted before the cards are dealt. Blinds are part of a player's bet. The small blind is posted by the player immediately to the left of the button and the big blind is posted by the player two positions to the left of the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

After each deal the button must move forward, and the blinds will be adjusted accordingly.

HOLD'EM RULES

1. A new player entering the game has the following options:
Be dealt in immediately. Wait for the blinds and buttons to pass and then be dealt in.
2. A new player may not be dealt in between the small blind and the button. You must wait until the button passes.
3. Players must meet their blind obligations for every round of play. Players cannot have the button twice; the button always moves forward and the blinds are adjusted accordingly.
4. If you miss your blinds you may be dealt in by either posting the amount equal to your blinds or by waiting for your big blinds. If you choose to post the amount equal to the blinds only the amount equal to the big blind is live and the remainder is placed into the pot as "dead money."
5. You may not make up blinds between the big blind and the button.
6. A player may change seats without penalty provided the blind has not passed the new seat.
7. A player must declare that they are playing the board before they throw their cards away. Otherwise, they relinquish all claims to the pot.

OMAHA/OMAHA HI-LO SPLIT

Omaha is a variation of Hold'Em where the players are dealt four downcards instead of two. In order to make a hand, a player **must** use two holecards with any combination of three boardcards. The betting rounds are exactly the same as in Hold'Em.

Omaha is also played hi-lo split, 8-or-better. You may use any combination of two holecards and three boardcards for the high hand and another (or the same) combination of two holecards and three boardcards for the low hand.

The only time there will be a low hand is when there are three low cards showing on the board no higher than an eight.

OMAHA RULES

1. You **must** use two of your holecards and three boardcards to make a hand.
2. All Hold'Em rules apply in Omaha except for playing the board which is not possible to do in Omaha.
3. Omaha has a "kill" see the general rules section for rules on "kill pots".

PUSH NINE RULES

1. English is the only language allowed to be spoken at the gaming table while a hand is in progress. Dealer must speak English when in box.
2. Table stakes only. All chips must be on the table before the start of the hand.
3. Deck changes can be requested after one complete round of the table. A round being defined as nine hands.
4. At the beginning of the game each player will draw for the high card. The high card will be the person to start with the dealer button and will be the first person to act on his hand. After the game begins the person who wins the pot will receive the dealer button.
5. Each player will ante at the start of each hand.
6. A limit of one bet and three raises per betting round unless heads up. Heads up play is defined as when only two players remain in the pot.
7. All raises must at least equal the amount of the previous bet or raise.
8. If two or more cards of the same suit and value or cards with different colored backs appear in a deck, the deck is fouled and all hands are dead. All action on that hand is backed up and any player having put money in the pot shall receive a refund of said money from the pot. Action on all preceding hands stand.
9. A player is responsible to protect his own hand. If a player's card or cards comes in contact with discards or is accidentally taken by the dealer, the hand shall be deemed as a dead hand and the player forfeits all chips that he has put into the pot.
10. If a player drops a card or cards on his lap or the floor the hand is dead and player forfeits all chips that he has put into the pot.
11. Each player will receive three cards dealt face down. A player having less than three cards or more than three cards after the first person has acted on their hand will have a dead hand. A misdeal will be called.
12. A card being dealt face up and the player has not looked at any of his other cards will have the option of keeping the card or getting another card. If the player has looked at his cards, he must keep the card that was dealt face up.
13. A face up card that is to be replaced by another card will be given to the player after all the remaining players have received all of their cards from the top of the deck.
14. A boxed card constitutes a misdeal.
15. When no betting has occurred on a hand and there are only two remaining players left in the hand they may agree to split the pot.
16. A push pot will happen when two or more players have the same high hand. Players who had the push hands do not have to buy in for the next hand.

17. Only players that were dealt in when the push pot occurred have the option of buying into the push pot.
18. An eligible player wanting to play in a push pot must put up the exact amount of money (which is determined by how many players pushed and how much money was in the pot) in front of him before the dealing of that hand is started.
19. The first push player to the left of the dealer button becomes the dealer and the last push player to declare his hand becomes the cutter.
20. Only three pushes are allowed. After the third push no more buy ins will be allowed and the money in the push pot will be divided equally between the last players who had the push hands.
21. Two or more players may decide to go cow in a push pot. In this case each one will put up an amount which when totaled will add up to the amount of the buy-in for the push pot.
22. Only one hand will be dealt to the cow players. The cow players will decide among themselves who is to receive the hand.
23. Cow players must put up at least half of the money for the buy in for the betting round.
24. To play partners in a push pot each partner must put of the total amount of money for the buy-in to the push pot plus half the amount of the buy-in money for the betting round.
25. Each partner will be dealt a separate hand and use his own chips for betting purposes.
26. A partner must have an eight or better to raise his partner. If a partner raises his partner with less than an eight, both partners lose any right to the pot and the dealer will award the pot to the remaining player with the highest hand.
27. If one of the partners wins the push pot it is divided between them.
28. Players may back each other's play in a push pot, which means that if one of them wins the push pot they will give the other player back his buy-in. The rule for betting an eight or better applies in this situation also.
29. In a push pot situation if no other eligible players can meet the buy-in requirement, the push hands may elect to split the pot instead of playing a hand for it.
30. The decision of management is final in all cases.

RANK OF HANDS

The hands of the game will rank as follows:

<u>3 of a kind</u>	<u>Straight</u>
AAA - 222	AKQ - 321
Highest Lowest	Highest Lowest

Three faces

KKK, KKJ, QQK, QQJ, JJK, JJQ ALL OF THESE HANDS HAVE THE SAME VALUE.

Points 0-9 (9 being the highest). Face card and 10's have a value of 0. Ace has a value of 1. All other cards are face value. The three cards will be added together to find a value of 0-9.

Examples: AK9 = 0, 739 = 9, K108 = 8, 556 = 6, 889 = 5

CASINO CLUB

DOUBLE HAND POKER

OBJECT OF THE GAME: To win your bet by having Both of your hands rank higher than both hands of the "player dealer". Hands are played and ranked as traditional Poker Hands.

THE DECK: Asian Poker is played with a total of 53 cards consisting of 52 cards and the Joker. The joker may be used only as an Ace or to complete a straight or flush.

HOW THE GAME IS PLAYED: The card game is dealt on a Poker style table to seven (7) players. A Casino Club employee dealer controls the shuffling and dealing of the cards, controls the orderliness of the game and makes time collections for each hand. The Casino Club and it's employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated "player dealer". The remaining players will each play their hands against the player dealer's hand. The player dealer is the only opponent. The player dealer is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the player dealer. As the player dealer you have the option to be the player dealer for two consecutive hands. You may play one hand and pass the player dealer position or you may pass the player dealer position completely. For each hand that you accept the player dealer position, you must wager at least the minimum bet requirement of that table.

Once the player dealer has been established, the Casino Club employee dealer shuffles the cards and gives them to the player dealer to cut. The house dealer completes the cut and deals seven (7) piles of seven (7) cards face down in front of him.

The player dealer selects one of the seven (7) piles. An action button is placed on the selected pile. This pile will be the first hand to receive action from the player dealer, continuing clockwise.

Wagers are placed in the small numbered circles. The amount you wager may not be altered once the play of the hand begins. As a player you must bet within the table limits. As a player dealer you must bet at least the table minimum (bank), however there is no maximum.

A fee or per hand charge* is collected from each player prior to the hands being dealt. This per hand fee is not a part of the pot and is collected by the dealer before the players receive any cards. A dice cup containing three (3) dice is given to the player dealer to shake. The sum of the dice determines where to place the first pile or action hand. Each position is counted whether it has a wager on it or not, starting with the player dealer as 1, 8, or 15.

*The fee or per hand charge is \$0.25 to \$0.50 depending on the game limit.

Casino Club Low Ball

Rules & Information

Each player initially receives 5 down cards. The player on the immediate left of the big blind initiates the action. After the initial betting round is over, the players have the opportunity to draw new cards or players may choose to "stand pat". There is a final bet and then the showdown. The lowest ranking hand wins the pot. The joker is always considered the lowest ranking card not present in the hand.

There is no check and raise in Low Ball.

In live play if you check a 7 or better you lose last action. In tournament play, if you check a 7 or better you lose all action.

Before the draw, all exposed cards 5 or under are kept. 6 or over are replaced. Replacement cards come from middle or deeper cut of deck after all players have received their 5 cards.

After draw no exposed cards are kept. Dealer completes all draws then replaces exposed card last.

Dealer keeps all mistakes before and after draw.

A player may draw as many cards as he wishes, receiving all his cards at the same time, unless drawing 5. He may not draw 5 consecutive cards from the deck. A player drawing 5 cards receives 4 of them at his normal turn and the 5th card after all other players have drawn. If he is the last to draw, the dealer burns before giving him 5th card.

Dealer may only draw up to 4 cards.

Dealer must discard before he picks up deck to deal draw.

A player may not change the number of cards he draws once the next player has announced his draw or the dealer has actually dealt any cards.

The dealer may call the number of cards players have drawn up until the first player acts after the draw.

Players may ask for a cut of the deck before the 1st player has declared his draw. The deck is cut by the player directly to the right of the dealer. Only one cut per draw.

Dealer may not ask for deck to be cut.

In a live game, players may look at two cards and straddle before the 3rd card comes off the deck to the first player dealt. (In a self dealt game, dealer should pause before 3rd card comes off deck to first player allowing for time to straddle.) In tournament play there is no straddle, unless it's been specified as part of that particular tournament structure.

All bets or raises must be as large as the original bet.

In low ball there is no limit on amount of raises.

All hands speak for themselves.

It is the players' responsibility to protect their hand.

Any player who miscalls his hand causing another player to foul their hand will lose the pot. Pot will be awarded to best hand remaining intact.

A misdeal is declared when 2 or more players are dealt 6 cards.

In low ball a player will accept all benefits and all penalties of a skipped blind. There is no dead blind in low ball.

GAMES AND WAGER LIMITS

<u>GAMES</u>	<u>BETTING LIMITS</u>	<u>NUMBER OF PLAYERS</u>	<u>COLLECTION FEE</u>	<u>MINIMUM BUY-IN</u>
3/6 OMAHA	\$3 & \$6	5 - 9	\$3	\$30
		4	\$2	
		3 OR LESS	\$1	
NO FLOP \$1.00 DROP				
2/4 HOLD'EM	\$2 & \$4	5 - 9	\$2	\$20
		4	\$1	
NO FLOP \$1.00 DROP				
3/6 HOLD'EM	\$3 & \$6	5 - 9	\$3	\$30
		4	\$2	
		3 OR LESS	\$1	
NO FLOP \$1.00 DROP				
4/8 HOLD'EM	\$4 & \$8	5 - 9	\$3	\$40
		4	\$2	
		3 OR LESS	\$1	
NO FLOP \$1.00 DROP				
6/12 HOLD'EM	\$6 & \$12	5 - 9	\$3	\$60
		4	\$2	
		3 OR LESS	\$1	
NO FLOP \$1.00 DROP				
10/20 HOLD'EM*	\$10 & \$20	5 - 9	\$3	\$100
		4	\$2	
		3 OR LESS	\$1	

*THERE IS ALWAYS A DROP BASED ON THE NUMBER OF PLAYERS DEALT IN AT THE TABLE.

15/30 HOLD'EM*	\$15 & \$30	5 - 9	\$3	\$150
		4	\$2	
		3 OR LESS	\$1	

*THERE IS ALWAYS A DROP BASED ON THE NUMBER OF PLAYERS DEALT IN AT THE TABLE.

NO LIMIT HOLD'EM*	\$5 & \$10	5 - 9	\$3	\$100
		4	\$2	
		3 OR LESS	\$1	

*THERE IS ALWAYS A DROP BASED ON THE NUMBER OF PLAYERS DEALT IN AT THE TABLE.

PUSH NINE COLLECTION

A \$2.00 Ante is collected from the player on the button before hands are dealt. This money does not play.